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Game: **GHOST STORIES**

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v2

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For best results, print on card, laminate and trim to size.

Setup

The game can be played at 4 levels of difficulty: *Initiation*, *Normal*, *Nightmare*, and *Hell*. These rules are for *Initiation* level; other numbers of players require adjustments as noted.

Randomly arrange the 9 **Village tiles** to form a 3 by 3 square. The front of each tile is the location with its owner (*active*); the back, without its owner (*haunted*). At the beginning of the game place all locations faceup.

Place the 4 **game boards** along the sides of the square of tiles so each is facing a player. Each of the boards has 3 rectangular spaces for ghosts, 6 circular **stones** (2 steps in front of each of the 3 ghost spaces) for the **Haunting** figures, 3 circular spaces for the **Buddha** figures, and stones in the lower-left corner depicting the Taoist's power. The boards are double-sided, each side with a different power. Randomly assign each player a color, and which side of his board to use.

Each player takes 4 **Qi tokens**, a **Yin-Yang token** and a **Tao token** in his color, and a black Tao token; and places the **Taoist figure** of his color on the central village tile. Place the 2 **Buddha figures** on the **Buddhist Temple** tile.

Shuffle the **Ghost cards** and insert a random, unseen, **Wu-Feng Incarnation card** 10 cards before the bottom of the deck. Ghosts are characterized by *Color*, *Resistance*, *Abilities*, and sometimes a *Reward*. **Ghost abilities** are grouped according to when they are activated: those in the left stone are applied when the ghost enters the game; those in the center stone are applied each turn in the Yin phase; and those in the right stone are applied when the ghost is exorcised. If a ghost has several abilities, they are applied from left to right.

The last player to have seen a kung-fu movie starts.

Game Turn

The players take turns in clockwise order. Each player's turn comprises 2 phases (**Yin** and **Yang**).

YIN PHASE (GHOSTS)

1. Ghosts' actions

Announce the ghosts on your board. Abilities in a ghost card's center stone are active in the Yin phase.

a. Presence of ghost(s) with the Haunter ability

For each of these ghosts on your board, update the position of the associated Haunting figure.

If the figure is on the card, advance it off the card, to the stone depicting a haunter. If the figure is already on the first stone of the board, it advances to the haunting stone at the edge of the board, and you must flip the first village tile in front of the ghost facedown (it becomes *haunted*). If the tile in front of the ghost is already haunted, then the next one on the same line gets flipped facedown. The Haunting figure is then returned to the card, ready for the next such cycle.

If all 3 Village tiles in front of the ghost are already haunted (*ie*, the ghost would be haunting a non-existent fourth tile in that row), the players immediately lose the game.

GHST STORIES

b. Presence of ghost(s) with the *Tormentor* ability

For each **Tormentor** (a ghost with a curse die on the center stone) on your board, roll the **Curse Die**:



No effect.



The first active village tile in front of the ghost becomes haunted.



Bring a ghost into play according to the placement rules.



Discard all your Tao tokens.



Lose 1 Qi token.

2. Board overrun?

If all 3 ghost spaces on your board are occupied, lose 1 Qi token and immediately end your Yin phase without performing Step 3.

3. Arrival of a ghost

If your board is not overrun by 3 ghosts, draw the first ghost card from the deck, and bring it into play:

Ghost placement rules: Red (mountain), Green (forest), Blue (river), or Yellow (marsh) ghosts must be placed on the corresponding color board, if possible. Black ghosts must be placed on the active player's board, if possible. If all 3 spaces are already occupied, then the active player chooses any other location.

The abilities indicated in the ghost's left stone are applied as soon as the location is chosen.

If all 12 spaces are occupied by ghosts at this time, instead of adding the ghost you lose 1 Qi token.

YANG PHASE (TAOIST)

As the Taoist, you follow this sequence. Additionally, you may use your **Yin-Yang power** *before or after* any step.

1. Move (*optional*)

You may move your Taoist figure to an adjacent space. Diagonal movement is allowed.

2. Request help from a villager *OR* attempt an exorcism

You may perform only **one** of the 2 following actions:

a. Request support from a villager

You may request help from the villager on your current tile. The actions are detailed on the reference sheet.

b. Attempt an exorcism

You may exorcise the ghost from a space *adjacent* to the tile on which the you are standing. Once a ghost is exorcised, it is discarded and its abilities vanish. If you fail, nothing happens.

To attempt to exorcise a ghost, roll the 3 **Tao dice**, and roll a number of colored faces equal to the ghost's **resistance**. The white faces are *wild*, and can represent whatever color you choose.

If you fail, you may spend **Tao tokens** of the color you need in order to cover the difference.

A Taoist standing on one of the 4 corner tiles may exorcise *both* adjacent spaces, or 2 ghosts with one roll. You must roll both ghosts' resistance in one roll to succeed and may, as usual, use Tao tokens to cover the difference.

You are never required to spend Tao, but if the dice are sufficient to exorcise a ghost, you must exorcise it.

During an exorcism, a Taoist may use Tao tokens of one or more Taoists standing on the same village tile. Players can neither give nor exchange Tao tokens otherwise.

Certain ghosts **curse** and/or **reward** the Taoist that exorcises them, as indicated on the right-hand stone on their card. The most frequent curse is to roll the curse die; the potential rewards are gaining Tao tokens (the player chooses the color from those available in the supply), gaining a Qi point, or recovering your Yin-Yang.

Curses are always applied before rewards.

3) Place a Buddha (*optional*)

If you obtained a Buddha figurine during a previous turn, you may place it if your Taoist faces an empty ghost space. Place the figure on the Buddha symbol.

You may place 2 Buddhas in the same turn if you stand on a corner tile and the corresponding spaces are free.

Once a ghost is placed or moved onto a space protected by a Buddha, the ghost is immediately discarded; and it may not apply its curses or grant its rewards. The Buddha is then placed back on the *Buddhist Temple* tile.

Yin-Yang

Each Taoist has a **Yin-Yang power**, which permits him to receive aid from any villager without having to be on that villager's tile, *or* to flip a haunted tile back to its active side (bringing the villager back).

When you uses your Yin-Yang, return the token to the supply. Exorcising certain ghosts may give back a player's Yin-Yang to use again (even in the same turn).

Death of a Taoist

A Taoist with no more Qi is dead.

All his possessions are lost (Tao tokens, Buddha figures, Yin-Yang, Power tokens), and his figure is placed lying on the Cemetery tile. Ghosts on his board remain in play.

His player continues to play and deliberate with the other Taoists, and he can still win the game. He may even come back to life, with the aid of the Cemetery tile.

His board becomes **possessed** and the ghosts occupying it continue to act (steps 1 and 2 of the Yin phase).

The Incarnations of Wu-Feng

An **incarnation of Wu-Feng** comes into play 10 cards before the end of the deck. Each incarnation has an ability, and conditions which must be met in order to vanquish it. Every incarnation has a color and is subject to the same placement rules as Ghosts.

The incarnations are not affected by the *Sorcerer's Hut* tile or Buddhas. An incarnation that comes into play on a space occupied by a Buddha is not eliminated, but the Buddha is still returned to the *Buddhist Temple* tile.

Some incarnations cast a **curse** when they are exorcised.

Winning and Losing the Game

The game ends if the players manage to exorcise the last incarnation of Wu-Feng.

3 situations result in the players' defeat:

1. All the Taoists are dead (no more Qi tokens).
2. A 3rd location in the village is haunted.
3. The deck of ghosts is exhausted while an incarnation of Wu-Feng is still in play. Even if the last incarnation is sent to hell, the players still have to suffer any curse it carries. They only win if applying the curse does not bring about their defeat.

Players may **score** their games (see the rulebook).

1, 2 or 3 Players

SETUP

Set up boards without players randomly; these will be **neutral boards**. Place **3 Qi tokens** on each of these. In addition to Yin-Yang and Tao tokens, give each player (not neutral boards) a **Power token**.

Remove 5 random cards from the deck (and the game) for each missing player, without looking at them. Then add the incarnation(s) of Wu-Feng as normal.

In a **2-player game**, the players must sit facing each other.

In a **solitaire game**, the red board must have the *Dance of the Spires* power visible. Take 1 Tao token of each color (plus Black in Initiation mode), and 3 Power tokens. No aid can be requested from the *Cemetery* tile, and the *Pavilion of the Heavenly Wind* action allows the player to move his own Taoist.

NEUTRAL BOARDS

A neutral board's turn is reduced to a shorter Yin phase (no step 3), and there is no Yang phase.

1. Ghosts' Actions

a. Presence of ghost(s) with the Haunter ability

For each of these ghosts on the board, update the position of the associated Haunting figure according to the normal rules.

b. Presence of ghost(s) with the Tormentor ability

For each Tormentor, a player must roll the Curse die and apply its effect for the neutral board (the green Taoist's power is ineffective for this die roll). The loss of Tao tokens has no effect on a neutral board.

2. Board overrun?

If all 3 ghost spaces on the board are occupied, the board loses 1 Qi. A neutral board cannot receive Qi. If the board was already at 0 Qi, a player must take the Qi loss.

Possessed Board

When a Taoist dies, or a neutral board loses its last Qi, the board becomes possessed *and* neutral.

The power of the possessed board becomes inactive (place an **Inactive Power token** on its power stone).

Any loss of Qi points must be taken by a player of your choice (the green Taoist's power is ineffective if this is due to a die roll).

Power Token

A **Power token** allows the active player to use a neutral, un-possessed board's active power during his Yang phase. Multiple tokens may be used during the same turn, but not for the same power.

Place any used Power tokens, or those that belonged to a dead Taoist, on the central tile of the village. An active player who ends his turn there can reclaim 1 or more Power tokens. Like Tao tokens, Power tokens cannot be exchanged between the players.

Taoist Powers

YELLOW TAOIST

1. Bottomless Pockets

Before your move, take a **Tao token** of whatever color you choose from among those available.

2. Enfeeblement Mantra

Before your move, place the **Enfeeblement Mantra token** onto any ghost in the game. The ghost's exorcism resistance is reduced by 1, whoever performs the exorcism.

Note that when fighting multicolored incarnations, the color of the Mantra may be chosen after the dice roll.

When the targeted ghost is removed from the game, take back the token; you may use it again on your next turn. If you lose your power, remove the Enfeeblement Mantra token from the game.

RED TAOIST

1. Dance of the Spires

During your move, you can **fly** to any village tile.

2. Dance of the Twin Winds

Before your move, you can **move 1 other Taoist 1 space**.

GREEN TAOIST

1. The Gods' Favorite

You can **reroll each Tao die** involved in a support action or an exorcism (you may keep some of the Tao dice and reroll the rest). You may also **reroll the Curse die**. You must always keep the second result.

2. Strength of a Mountain

You have a **fourth (gray) Tao die** when performing exorcisms, and you **never roll the Curse die**.

BLUE TAOIST

1. Heavenly Gust

You can **request aid from villagers and attempt an exorcism**, in whatever order you choose.

2. Second Wind

From your current village tile, you can **request aid from villagers twice or attempt 2 exorcisms**. The 2 exorcisms are independent: you can't keep a partial success from the first and apply it to the second.

Powers of the Incarnations

Howling Nightmare

The Taoists can only exorcise this incarnation if the haunting stone facing him on the opposite board is not occupied by a Ghost.

Uncatchable

This incarnation must be on a location occupied by a Buddha figure in order for you to exorcise it. This can be done by moving the incarnation onto a Buddha, or bringing it into play on a Buddha. This incarnation is the only one affected by Buddhas.

Death Army

This incarnation requires the active player to roll the Curse die each turn, and when the incarnation is destroyed.

Forgotten Ones

When this incarnation comes into play, all Taoists are prevented from using their powers, including Power tokens.

Bonecracker

All players must discard a Tao token when this comes into play, as well as at the beginning of each Yin phase of the player who harbors this incarnation on his board (even a neutral board). If a player has no Tao, nothing happens.

Dark Mistress

When this incarnation comes into play (and until its destruction), the Taoists are prevented from using Tao tokens (put the **Inactive Tao marker** on the table).

Creeping Horror

This incarnation captures a Tao die upon its arrival and keeps it until its destruction (keep the die on the card).

Vampire Lord

The vampire lord is a Haunter with a resistance of 4.

Hope Killer

This incarnation has a resistance of 8 (2 blue + 2 red + 2 green + 2 yellow) and requires a roll of the Curse die when it is destroyed.

Nameless

This incarnation has a resistance of 1 blue + 1 green + 1 yellow + 1 red + 1 black. Upon its arrival in the game, this incarnation discards the Tao token on the *Circle of Prayer* Village tile. Additionally, the white faces on the Tao dice no longer count as wild.

Level of Difficulty

Normal mode means the Taoists start the game with 3 Qi tokens, not 4. Taoists begin the game with their colored Tao token but without the black Tao token.

Nightmare uses the rules of Normal mode, but there are 4 incarnations to defeat. With only 1 or 2 players, there are only 3 incarnations. Remove the appropriate number of ghosts if there are fewer than 4 players, and then (without looking) randomly insert the incarnations into the deck as follows: 10 cards, 1 incarnation (repeat 3 more times), then the rest of the cards.

Hell is the same as Nightmare, but The Taoists start the game without their Yin-Yang.

Player Turn

YIN PHASE (GHOSTS)

1. Ghosts' actions

Announce the ghosts on your board. Abilities in a ghost card's center stone are active in the Yin phase.

a. Presence of ghost(s) with the *Haunter* ability

For each **Haunter** on your board, update the position of the associated Haunting figure.

Figure on the card: advance it to the first stone.

Figure on the first stone: advance it to the second stone and flip the first tile in front of the ghost. If the tile is already haunted, the next one on that line is flipped. The figure is then returned to the card.

b. Presence of ghost(s) with the *Tormentor* ability

For each **Tormentor** (curse die on center stone) on your board, roll the **Curse Die**:



No effect.



The first active village tile in front of the ghost becomes haunted.



Bring a ghost into play according to the placement rules.



Discard all your Tao tokens.



Lose 1 Qi point.

2. Board overrun?

Lose 1 Qi and immediately end your Yin phase.

3. Arrival of a ghost

If your board is not overrun, bring a ghost card into play on the corresponding color board; black ghosts on your board. If all 3 spaces are occupied, choose any other location. If all 12 spaces are occupied, lose 1 Qi.

Abilities in the ghost's left stone are applied as soon as the location is chosen.

YANG PHASE (TAOIST)

You may use your **Yin-Yang power** *before or after* any step.

1. Move to an adjacent space (optional)

2. Request help from a villager OR attempt an exorcism

a. Request support from a villager on your tile

b. Exorcise a ghost on an adjacent tile

On 3 Tao dice roll a number of colored faces equal to the ghost's **resistance**. White faces are *wild*. You may spend **Tao tokens** of the color you need. You may use Tao tokens of Taoists on the same village tile.

Once exorcised, a ghost is discarded and its abilities vanish. Some ghosts **curse** and/or **reward** the Taoist that exorcises them (right-hand stone).

3) Place a Buddha (optional)

You may place a Buddha figure on the Buddha symbol of an empty ghost space you are facing (or 2 if you are on the corner tile). A ghost on a space with a Buddha is discarded (and does not apply its curses or rewards), and the Buddha is placed on the *Buddhist Temple* tile.

GHOSH STORIES

Ghost Abilities



Add a ghost.



Haunt the first active Village tile in front of the ghost.



The player or the neutral board **loses 1 Qi**.



Haunter: place a haunting figure on the card when the ghost arrives.



When this ghost appears, **place the haunting figure directly on the board** in front of the ghost card. The rest of its haunting cycle is normal.



Roll the Curse die. If the ghost is destroyed by a Buddha or the *Sorcerer*, you don't need to roll the die.



Receive 1 Qi or regain your Yin-Yang token. If the ghost is destroyed by a Buddha or the *Sorcerer*, you do not get this reward.



Receive 1 Tao token of your choice (if available). If the ghost is destroyed by a Buddha or the *Sorcerer*, you do not get this reward.



As long as this ghost is not defeated, the power of the board where its card has been placed cannot be used (place an **Inactive Power marker** on the board's power stone).



Tao dice have no effect on this ghost. The *Circle of Prayer*, Tao tokens, Buddhas, and the *Sorcerer* still have their usual effect.



As long as this ghost is not defeated, **players cannot use their Tao tokens** (you can still use the *Circle of Prayer*). Put the **Inactive Tao marker** on the table.



As long as this ghost is not defeated, it holds a **Tao die captive**. Place 1 die on this ghost. Players roll 1 die fewer to perform exorcisms.



The Group. This ability applies to all players and boards.



You receive 2 Tao tokens of your choice (if available). If the ghost is destroyed by a Buddha or the *Sorcerer*, you do not get this reward.



You lose 1 Tao token, if you have any.



Each incarnation **returns 1 Qi token and 1 Yin-Yang token to the group**. The players decide to whom they will assign these rewards.

Village Tiles



Cemetery

Return a dead Taoist to the game. Give him 2 Qi, then roll the Curse die. The Haunting face haunts the Cemetery tile.



Taoist Altar

Nullify the haunting of one Village tile by turning its active side face-up, and then bring a ghost into play.



Herbalist's Shop

Roll 2 Tao dice and take Tao tokens of the corresponding colors from the supply (limited by the supply).

Each white face rolled allows you to choose the color of Tao token to take.



Sorcerer's Hut

Discard any ghost in play, without activating its ability or reward.

Lose 1 Qi point.



Buddhist Temple

Take a Buddha figure and place on any haunting stone you wish on your next turn.



Night Watchman's Beat

Move all the Haunting figures on one board backward on the card.



Circle of Prayer

Place a Tao token from the supply on this tile, or change the one that is already present.

All the ghosts of the color of the Tao token on this tile have their resistance reduced by 1 during an exorcism. This works for all the Taoists.

The Tao token stays here, in effect, after any exorcisms.



Pavilion of the Heavenly Wind

Move a ghost of your choice to any free space (even if occupied by a Buddha figure), then move a different Taoist to a Village tile.

When the ghost moves, all his properties go with him. He takes his Haunting figure in the same relative position, his marker for deactivation of power, his enfeeblement mantra, etc.



Tea House

Take a Tao token of whatever color you wish from the supply, and gain 1 Qi point. Then, bring a ghost into play.

Player Turn

YIN PHASE (GHOSTS)

1. Ghosts' actions

Announce the ghosts on your board. Abilities in a ghost card's center stone are active in the Yin phase.

a. Presence of ghost(s) with the *Haunter* ability

For each **Haunter** on your board, update the position of the associated Haunting figure.

Figure on the card: advance it to the first stone.

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b. Presence of ghost(s) with the *Tormentor* ability

For each **Tormentor** (curse die on center stone) on your board, roll the **Curse Die**:



No effect.



The first active village tile in front of the ghost becomes haunted.



Bring a ghost into play according to the placement rules.



Discard all your Tao tokens.



Lose 1 Qi point.

2. Board overrun?

Lose 1 Qi and immediately end your Yin phase.

3. Arrival of a ghost

If your board is not overrun, bring a ghost card into play on the corresponding color board; black ghosts on your board. If all 3 spaces are occupied, choose any other location. If all 12 spaces are occupied, lose 1 Qi.

Abilities in the ghost's left stone are applied as soon as the location is chosen.

YANG PHASE (TAOIST)

You may use your **Yin-Yang power** *before or after* any step.

1. Move to an adjacent space (optional)

2. Request help from a villager OR attempt an exorcism

a. Request support from a villager on your tile

b. Exorcise a ghost on an adjacent tile

On 3 Tao dice roll a number of colored faces equal to the ghost's **resistance**. White faces are *wild*. You may spend **Tao tokens** of the color you need. You may use Tao tokens of Taoists on the same village tile.

Once exorcised, a ghost is discarded and its abilities vanish. Some ghosts **curse** and/or **reward** the Taoist that exorcises them (right-hand stone).

3) Place a Buddha (optional)

You may place a Buddha figure on the Buddha symbol of an empty ghost space you are facing (or 2 if you are on the corner tile). A ghost on a space with a Buddha is discarded (and does not apply its curses or rewards), and the Buddha is placed on the *Buddhist Temple* tile.

GHST STORIES

Ghost Abilities



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When this ghost appears, **place the haunting figure directly on the board** in front of the ghost card. The rest of its haunting cycle is normal.



Roll the Curse die. If the ghost is destroyed by a Buddha or the *Sorcerer*, you don't need to roll the die.



Receive 1 Qi or regain your Yin-Yang token. If the ghost is destroyed by a Buddha or the *Sorcerer*, you do not get this reward.



Receive 1 Tao token of your choice (if available). If the ghost is destroyed by a Buddha or the *Sorcerer*, you do not get this reward.



As long as this ghost is not defeated, the power of the board where its card has been placed cannot be used (place an **Inactive Power marker** on the board's power stone).



Tao dice have no effect on this ghost. The *Circle of Prayer*, Tao tokens, Buddhas, and the *Sorcerer* still have their usual effect.



As long as this ghost is not defeated, **players cannot use their Tao tokens** (you can still use the *Circle of Prayer*). Put the **Inactive Tao marker** on the table.



As long as this ghost is not defeated, it **holds a Tao die captive**. Place 1 die on this ghost. Players roll 1 die fewer to perform exorcisms.



The Group. This ability applies to all players and boards.



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You lose 1 Tao token, if you have any.



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Place a Tao token from the supply on this tile, or change the one that is already present.

All the ghosts of the color of the Tao token on this tile have their resistance reduced by 1 during an exorcism. This works for all the Taoists.

The Tao token stays here, in effect, after any exorcisms.



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Take a Tao token of whatever color you wish from the supply, and gain 1 Qi point. Then, bring a ghost into play.